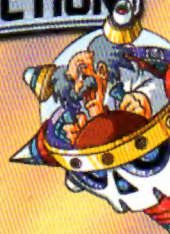


MEGA MAN

ANNIVERSARY COLLECTION



NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

CAPCOM

EmuMovies

CAPCOM

CAPCOM ENTERTAINMENT
475 OAKMEAD PARKWAY
SUNNYVALE, CA 94085

PRINTED IN USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

CAPCOM

CAPCOM ENTERTAINMENT, INC. 475 Oakmead
Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD. 2004 © CAPCOM U.S.A., INC.
2004. ALL RIGHTS RESERVED.

CAPCOM, the CAPCOM logo and MEGA MAN are
registered trademarks of CAPCOM CO., LTD.

The ratings icon is a registered trademark
of the Interactive Digital Software Association.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo
system is illegal and is strictly prohibited by
domestic and international intellectual property
laws. "Back-up" or "archival" copies are not
authorized and are not necessary to protect your
software. Violators will be prosecuted.

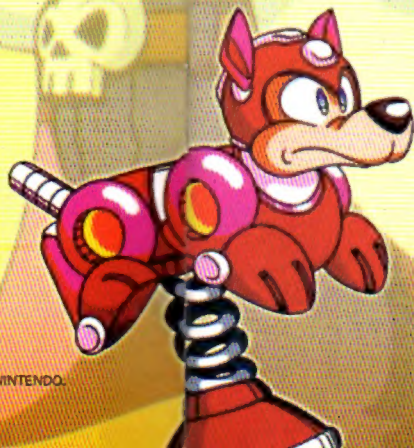
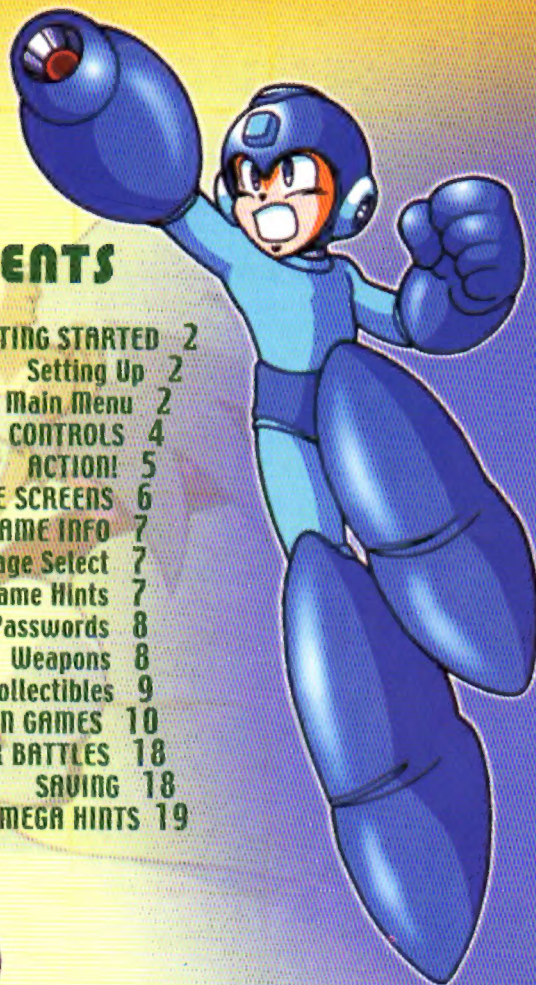
This video game is not designed for use with any
unauthorized copying device or any unlicensed
accessory. Use of any such device will invalidate
your Nintendo product warranty. Nintendo (or its
any Nintendo licensee or distributor) is not
responsible for any damage or loss caused by the
use of any such device. If use of such device causes
your game to stop operating, disconnect the device
carefully to avoid damage and resume normal game
play. If your game ceases to operate and you have
no device attached to it, please contact the game
publisher's "Technical Support" or "Customer Service"
department.

The contents of this notice do not interfere with
your statutory rights.

This booklet and other printed materials
accompanying this game are protected by domestic
and international intellectual property laws.

CONTENTS

GETTING STARTED	2
Setting Up	2
Main Menu	2
CONTROLS	4
ACTION!	5
GAME SCREENS	6
MORE GAME INFO	7
Stage Select	7
In-Game Hints	7
Passwords	8
Weapons	8
Collectibles	9
MEGA MAN GAMES	10
POWER BATTLES	18
SAVING	18
MEGA HINTS	19



EVERYONE

THE
E

CARTOON
VIOLENCE

ESRB CONTENT RATING

www.esrb.org

LICENSED BY

Nintendo

NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Visit Mega Man at
www.capcom.com/megaman

Register online at
www.capcom.com

GETTING STARTED

Setting Up

1. Make sure the **POWER** Button is **OFF** on your Nintendo GameCube™.
2. Insert the **Mega Man® Anniversary Collection** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. To save games, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER** Button **ON**. The **Title Screen** will appear.

Important: Make sure not to touch the **Control Stick** while doing so.

Main Menu

Press **START/PAUSE** at the **Title Screen** to open the **Main Menu**. Select one of its three doors. (Use the Menu Controls here and for all menus in the game.)

Menu Controls

- Use the **Control Stick** or **Control Pad** to select.
- Press the **A** Button to confirm.
- Press the **B** Button to cancel.

Door 1: Start

Start a game by selecting one of these options:

- **New Game** – Play any game from **Mega Man 1** to **Mega Man 8**. Enter the **Game Room** and select any game to start it from the beginning. On the game's **Title Screen**, select **Start**.
- **Load Game** – Any time you clear a stage, your game is saved automatically to the **Memory Card** in **Memory Card Slot A**. Select this option to load your saved game. (Just be sure the **Memory Card** is still inserted in **Memory Card Slot A**.)

Tip: See page 18 for more information on saving.

Door 2: Options

Set the game up your way.

- **Sound Options** – How loud would you like the game's music and SFX? Set it here.
- **Gameplay Options:**
 - Navi Mode On/Off** – Turn this **On** for in-game hints (**Mega Man 1 - 6** only).
 - Difficulty** – **Easy** is for beginners. **Normal** is for everyone else (**Mega Man 1 - 7** only).
 - Starting Lives** – Give yourself **3** lives (just like in the original **Mega Man** games) or **5** lives to clear a level.

Door 3: Secrets

Clearing games unlocks unseen game features. Select the **Secrets** door to see the hidden prizes you've earned.

CONTROLS



ACTION!

Move Mega Man

- Press the **Control Stick** or **Control Pad** ↑ / ↓ / ← / →.

Slide

- Tap the **X Button** to slide (Mega Man 3 - 6 only).
- Press the **B Button** + ↓ to slide (all games).

Jump

- Press the **B Button** to jump up. Jump while moving the **Control Stick** or **Control Pad** to reach ledges to the left and right.

Fire

- Press the **A Button** to fire your weapon. You can fire and jump at the same time.
- Hold down the **A Button** to charge up your weapon. When you release the button, you get a bigger blast that does more damage (Mega Man 4 - 8 only).
- Hold down the **Y Button** to autofire (Mega Man 1 - 6 only).

Ladder Climb

- Jump to grab onto a ladder.
- Press ↑ or ↓ to climb up and down ladders.
- Jump to dismount before reaching the bottom of the ladder.

GAME SCREENS

GAMEPLAY SCREEN

Current Weapon & Energy Level
Obtain another weapon to switch

Energy Level

Decreases as
Mega Man
takes hits

Remaining
Lives

When they're
used up, the
game ends



Energy Pellet

Restores Mega Man's energy

Weapon
Capsule

Restores energy
of your current
weapon

SUB-SCREEN

Press the **Z Button** to open the **Sub-Screen** where you can check your game status. In-game hints (page 7) also appear on this screen. Select **Next** to cycle through the pages. The game pauses as long as the Sub-Screen is open.



Weapon
Icon

Weapon Name

Remaining Weapon Energy

Stored Energy
Tanks

NEXT Button

**Tip: Press the Z Button
to close the Sub-Screen.**

MORE GAME INFO

STAGE SELECT

The Stage Select screen appears when you select either **New Game** or **Load Game**. To get the game rolling, choose the stage you'll play by selecting the Stage Boss. You can select any Stage Boss you haven't defeated.



- ➔ In **Mega Man 1 - 6**, you see all the Bosses.
- ➔ In **Mega Man 7 - 8**, you see the first four Stage Bosses. Beat those Bosses to see the next four Bosses.
- ➔ As you clear stages, more stages become available.



IN-GAME HINTS

You can get game hints during play by turning **Navi Mode On** in the Options screen (page 3).

- ➔ **Beat the Bird** or other friends show up when the going gets tough to lead you toward the right path.
- ➔ Other characters will give you hints. While in **Navi Mode**, press **START/PAUSE** when you see "!" on screen to display the hints.

PASSWORDS

Your game is saved automatically when you clear a stage or lose all your lives. You also get a password every time you clear a stage. The password gets you back into the game at that spot. (So write it down.)

To use a password, select a game, and then select **Password** from the game's Title Screen.

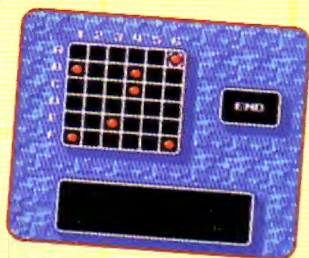
- Use the **Control Stick or Control Pad** to move the cursor.
- Press the **A Button** to enter a character.
- Press **START/PAUSE** to submit the Password.

If you got it right, you'll resume the game, but you'll lose temporary items, such as extra lives, energy and weapon sub tanks.

Tip: Mega Man 8 doesn't have passwords.

WEAPONS

- The **A Button** is the Fire and Charge button. Tap it to fire. In *Mega Man 4 - 8*, hold it down to charge up your weapon, and release it to fire.
- You can obtain new weapons either by defeating Bosses and collecting their weapons or by collecting enough parts to make something new. When Mega Man changes weapons, he also changes color.
- When your weapon is charged up, it fires with a bigger blast and does more damage. Mega Man sparkles when he's using a charged-up weapon.

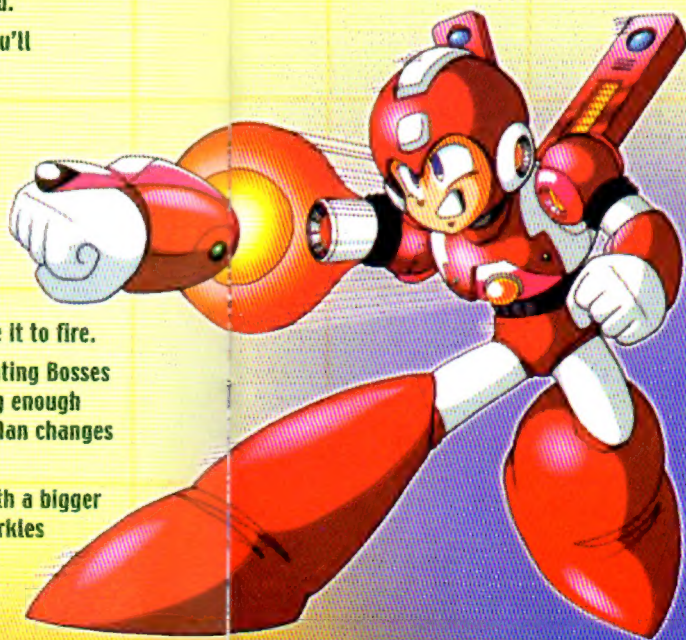


COLLECTIBLES

Run over collectibles to pick them up. Besides the items on this page, see what else you can find!

- **ENERGY PELLETS** – Increase Mega Man's energy level.
- **WEAPON CAPSULES** – Increase the energy level of Mega Man's current special weapon.
- **ENERGY TANKS** – Fully restore Mega Man's energy supply. Mega Man can store Energy Tanks until they're needed.
- **1-UP** – Gives Mega Man one more life.
- **RUSH COIL** – Rush turns into a springboard and catapults Mega Man over obstacles.
- **RUSH MARINE** – Rush turns into a submarine for undersea searches.
- **RUSH JET** – Rush becomes a jet sled for sky-high travel.

Tip: Not all items appear in every game.



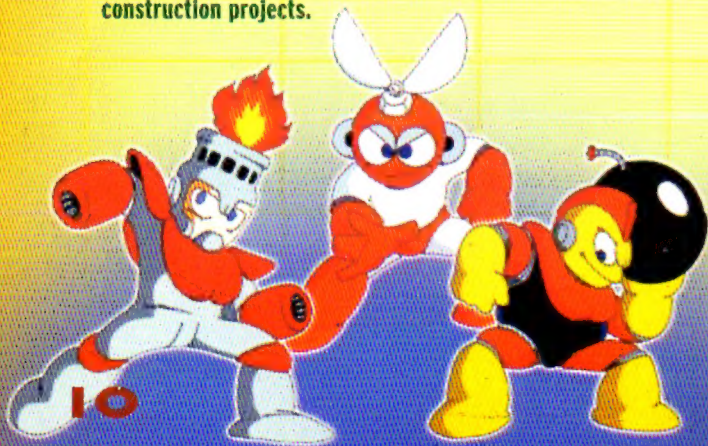
MEGA MAN GAMES

MEGA MAN 1: The Mega Man Story

It's MEGA MAN versus the powerful leaders and fighting forces of Monsteropolis – that strange multi-faceted land of robot-like Humanoids.

Brilliant scientist Dr. Light conceived the construction of fully-operational human-like experimental robots to perform specific everyday duties. Dr. Light, and his assistant Dr. Wily, encouraged by their very first near-human robot – MEGA MAN – proceeded to develop six additional Humanoids, all programmed to perform prescribed rituals:

- **Cutman** – Designed to function as a lumberjack. Powerful saw-toothed scissors-like instrument protrudes from head, capable of gnawing through giant forest lumber.
- **Gutsman** – A bulldozing character capable of lifting and transporting huge boulders.
- **Iceman** – Impervious to chilling sub-zero temperatures, capable of human-like performances under extreme climatic conditions.
- **Bombman** – A real “blaster” as a heavy-duty laborer who uses intensely powerful explosives to clear land for Dr. Light's construction projects.



- **Fireman** – Melts and molds metals with flame-throwing torch flaring from atop his head.
- **Elecman** – Dr. Light's electrifying creation, planned for conducting electrical operations – even supervising nuclear power plants.



But, with the exception of MEGA MAN, all of Dr. Light's near-human robot experimentation went awry. Assistant Dr. Wily turned disloyal, re-programming Dr. Light's Humanoids, now bent on destroying opposition so Dr. Wily can control the world and its resources.

Resisting re-programming, MEGA MAN is chosen as the defender of the universe and its inhabitants. MEGA MAN dares to single-handedly penetrate seven separate empires of Monsteropolis, eliminating the leaders and followers of these sovereignties.

Get ready for some very exciting challenges!

MEGA MAN 2: The Return of Wily

In the year 200x, a super-robot named Mega Man was created by Dr. Light to stop the evil desires of Dr. Wily. However, after his defeat, Dr. Wily created eight of his own robots to counter Mega Man....



MEGA MAN 3: Metal Attack

"Calling Mega Man! Calling Mega Man! Come in please!

"Mega Man, we need you! We're down to the wire on our peace-keeping project. We've got to get those last energy crystals or we can't finish it. Dr. Wily is here now, too...yes... he's finally found his sanity. He knows where the crystals are! They're in the mining worlds, but we can't get to 'em. The robots are running amok and they're destroying everything!

"You've got to get there, Mega Man, and get those crystals! You'll have to face some pretty mean metal. Expect the worst! Is Rush there with you? Give him a bolt to chew on and tell him it's from us. What's that...we must be getting static...sounds like you said 'Woof!'

"Mega Man, get to those mining worlds pronto! Grab the crystals and stop whoever's in charge! He's one lunatic guy!

"This is Dr. Light. Over and out!"



MEGA MAN 4: Invitation to Doom!

A year after the destruction of Gamma, a mysterious message arrives at Dr. Light's lab...

Good evening, Dr. Light:

Allow me to introduce myself — I am Dr. Cossack. You may not have heard of me, but soon the world will know my name.

Over the years, you have been hailed as the greatest robot designer in the world, while my robotic creations have been totally ignored. I cannot allow this to continue. The world must be made aware of my genius!

From my Siberian citadel, I've sent eight of my most powerful robots to destroy the titanium troublemaker, Mega Man. Once they have obliterated him, I will place his broken body on display for the entire world to see. Only then will I be allowed to take my place as the greatest robot designer of all time!

(signed) Dr. Cossack





MEGA MAN 5: Brother Against Brother!

"Cossack to Mega Man! Cossack to Mega Man! Come in, Mega Man!

"Protoman has gone wild! City Hall and the spaceport have been totally destroyed and the city's power grid is in shambles. I've never seen destruction on this scale before!

"I know you're worried about Dr. Light, but your first duty is to free the city from the grip of Protoman's robots. I can modify your reactor to give the Mega Buster a little more power, but the rest is up to you. Dr. Light and I have been working on a special project, but it's not finished yet. Maybe if I can get it working, it might give you an edge.

"Remember to watch your back, Mega Man. Protoman seems to have become more ruthless than we thought possible. Good luck!

Cossack out!"



MEGA MAN 6: The Mysterious Mr. X!

The most talented robot designers from across the globe have come to the First Annual Robot Tournament sponsored by the billionaire, Mr. X. Traveling from Japan, Canada and the United States, the designers have brought their finest cybernetic creations to do battle in a series of tests to see which robot can claim the title of "The Most Powerful Robot in the World."

Nothing seems strange as the contest begins, but when the top eight robots enter the arena for the final event, the lights dim and the mysterious Mr. X appears....

"Ladies and Gentlemen...I wish to thank you all for coming to see the final event of my First Annual Robot Tournament. As you know, I have kept the final event of the tournament a secret. This event will test the strength, skill and intelligence of each of these fine robots. In fact, it will also test the strength and skill of each one of you. That may seem strange, but I'm sure you will understand when I explain that the final test for these robots is to help me conquer the world!

"Please excuse me and my robots as we teleport out of here, but we have a lot of work to do. But don't worry, you'll see me again soon....

Real soon!"

MEGA MAN 7: Dr. Wily Behind Bars!

The world's pulse raced with excitement! Everyone truly believed the conniving Dr. Wily had been stopped for good and imprisoned by the valiant Mega Man. Reporters jockeyed with cameramen for snapshots as the infamous Doctor hung his head while being dragged away in handcuffs. Dr. Wily would soon be behind bars. Or would he?

Dr. Wily was ready for anything. He had known his dastardly plans would end in failure some day, so after six months without contact his laboratory sprung to life. Monitors whirled into action, lights flashed and the lab control panel booted up. In no time four hidden robots emerged. The robots then began a rampage in search of their master. Wily had done it again. Nothing would get in their way!

The world's racing pulse turned to nervous fear as a city was pummeled. Wasn't Dr. Wily in jail? Why was this still happening? The four robots took no heed of the great robot creator Dr. Light. Mega Man found Dr. Light and the canine cyborg Rush fallen in the streets.

"Dr. Light? Are you O.K.?" Mega Man shouted.

"Mega Man! We have no time," replied Dr. Light. "Dr. Wily is using his robots to cover up his escape. You must go! Follow his spaceship!"

Mega Man, Dr. Light and Rush looked on in horror as Dr. Wily's spaceship shot out of the prison. Dr. Wily was on the loose!



MEGA MAN 8: Mega Man

Mega Man, the second robot created by Dr. Thomas Light, was originally intended only to perform functions in the laboratory that Dr. Light could not perform himself. Slowly, Dr. Light began using Mega Man for more and more advanced robotics experiments.

One day, Mega Man walked in on Dr. Light listening to an intercepted transmission from the evil Dr. Wily. The transmission exposed Dr. Wily's plans for world domination. Mega Man convinced the good Dr. Light to let him chase down and eliminate the threat of his nemesis.

Mega Man's days as a "gofer" in the lab were over!



POWER BATTLES

Join up with a friend in power battles, where you both take on Dr. Wily's robots. Or take your chances alone. In these games you can control Mega Man, Bass or Protoman. Go for it!

SAVING

To save your game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A before starting play.

With a Memory Card in use:

- When you defeat any Boss in **Mega Man 1 - 7**, your game is saved automatically.
- In **Mega Man 8**, you will be prompted to save at certain points in the game.

To resume your saved game, make sure your Memory Card (or any Memory Card containing a **Mega Man Anniversary Collection** save), is inserted into Memory Card Slot A. Then select **load Game** from the Main Menu.

- If you turn on the power to the Nintendo GameCube™ with the Memory Card already inserted, your save game will load automatically.
- There is only one **Mega Man Anniversary Collection** save on the Memory Card. Whenever the game saves, the new save overwrites the previous save (if any).

MEGA HINTS



- If Mega Man starts falling, press **↵** or **↶**. You might be able to save his life.
- When Mega Man is damaged, he can't be hurt for a second or two. Use this time to get past tough spots.
- It takes maximum strength to beat any Boss. Always go into battle with as much power as you can muster.
- You get the Boss's weapon when you defeat him. Figure out which Boss to take on first, second, and so on, so you'll have the right weapon for the next battle.
- You'll pick up a password whenever you clear a level. Be sure to note it down somewhere.
- In **Mega Man 8**, some stages are longer than others. The longer ones allow you to save in mid-level. Be sure to do so, so it's not a tragedy if Mega Man loses all his lives before you defeat the Boss!

NOTES

8 7 3 5

2 5 1 7

4 4 1 6

8 3 6 2





www.disguise.com

MEGA MAN TM & © 2004 CAPCOM CO., LTD.
ALL RIGHTS RESERVED

**FROM THE GAME SCREEN
TO YOUR HANDS!**

**CAPCOM
COMICS!**

AT A COMIC SHOP NEAR YOU

DREAMWAVEPROD.COM

CAPCOM®

© 1998 MARVEL. ALL RIGHTS RESERVED.



ACTION FIGURES · PLAY SETS · VEHICLES

MEGA MAN™ ©CAPCOM CO. LTD. 2004 ALL RIGHTS RESERVED

CAPCOM



more than just a super-fighting robot! He's

MEGAMAN

Dr. Wily and his gang of robots are trying to take over the world! Only Mega Man and his Faithful allies Dr. Light, Rush, Roll and the rest can stop them!



mega man: A Hero is Born
(Season 1)



mega man: Battle For the Future
(Seasons 2 & 3)

The entire classic *Mega Man* cartoon series is now available in two exciting DVDs! Each three-disc volume contains over five hours of Mega-action!

Find these and other ADU Films
DVDs wherever DVDs are sold or
at www.adufilms.com.



MEGAMAN™

Trading Cards



Artbox Entertainment is very proud to be a part of the 15th Anniversary celebration of Mega Man with our American launch of Mega Man™ Trading Cards. This set follows the adventures of Mega Man, the boy robot, and his creator, Dr. Light as they battle the evil Dr. Wily in his attempts to conquer the world, plus more.

What to collect:

- 54 Total Cards**
- 45 Standard Cards**
- 9 Special Foil Chase Cards with all-new original art by renowned Mega Man artist, Patrick Spaziante!***

* Chase Cards randomly inserted.

6 Cards per pack/24 Packs per box

Available Spring, 2004!

CAPCOM

MEGAMAN™ © CAPCOM CO., LTD. 2004 ALL RIGHTS RESERVED

artbox
Visit us at www.artboxent.com

CREDITS

Manual: Robert Johnson and Hanshow Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott Danoyer, Jack Symon, Laili Bosma, Robert Johnson, Nate Williams and Ray Jimenez; Creative Services: Jennifer Deauville; Package Design: Michi Marito and Corey Tran; PR: Melinda Mongelluzzo, Carrie Root, Ame Cui and Alicia Kim; Customer Service: Philip Navidad.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Nintendo GameCube Game Disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Disc by certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Disc by certified mail. CAPCOM will replace the Game Disc, subject to the conditions above. If replacement Game Discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.